**Segment Prototype (Fall 2015)**

**Game Name**: Ninjacade

**Team Name**: S.W.O.L.E. Team 6

**Engine**: Custom

**Team Size**: 6 (and 2 artists)

GAM 200

Schedule by Week:

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Josh** | **Nolan** | **Mitch** | **Conor** | **Gabe** | **Jiangdi** | **Mariah & Casey** |
| **Week 10** | Implement Actions | Extend GUI, Threading Lua, Redo Messaging | GUI Documentation, Prototype Wrap-Up | Secondary Debug Console for Input, Redo Messaging | Threading + Documenting Other Individual systems | Documenting Physics, Streamlining Physics | Background Art, Player Walk/Attack, Enemy Sprites |
| **Week 11** | Refine Actions | Add IMGUI, FMOD tools | Entity / Component Scripting | Particle, Redo Messaging | Clearing Memory Leaks | Ray-Casting | Background Art, Player Animations, UI/Scroll Art |
| **Week 12** | Lua Delegates | Main Menu + Level 1 Themes, Improve Lua Integration | Make Levels with GUI | Lua Delegates | Prototype Analysis | Prototype Analysis | Finalize Player Animations, Enemy Animations |
| **Week 13** | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | Tile Map art, Enemy Animations |
| **Week 14** | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | In-Engine Prototype Crunch | Tile Map art, Enemy Animations |

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Conor Note Card

* Time: 1 min
* Talk First when we bring up the Engine
  + Sprite Text Working Now
  + Art pipeline and optimiziation

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Gabe Note Card

* Time: 1 min
* Talk after Conor
* Factories
  + Data-Driven factories from Lua
  + Generates Tiles / Tile Map
  + Generates Entities / Entity Map
* Messaging System
  + Keyboard pressed / down / released
  + Mouse button / movement

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Jiangdi Note Card

* Time: 30 sec
* Talk after Gabe
* Collision
  + AABB and box collision
  + Circle collision
  + Correct penetration and position while colliding
* Player Controller
  + Uses
  + Can be Grounded
  + Binary Map collision detection

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Nolan Note Card

* Risks
  + Talk after Josh
  + Lua not variadic
  + Level editor not feature complete
  + No sound designers
* Level Editor Time: 1.5 min
  + Lua integration
  + What we will have

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Josh Note Card

* Intro Time: 30 sec
  + Team Name / Game Name
  + Team Members / Positions
* Risks: 1 min
  + Engine is behind
  + Level Design is lacking
* Outro: 30sec
  + Schedule
  + Score
  + Thanks

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Mitch Note Card

* Prototype: 2 min
  + Main slash mechanic
  + AI pathing
  + Scrolls
  + Talk about player feedback

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